

Vehicles

All PMC vehicles will be Technicals and must pay double points to be armed with any weapons.

PMC Aircraft

Mi24 Hinds – flown by Sudafrikaan mercenaries. Treat this as an off-table helicopter attack (see Skirmish Sangin main rulebook).

PMCs as trainers

In Afrika, many nations that have low-level troops who are Novice or Average only can employ up to three PMCs as ‘trainers’. These PMCs are used to bolster the poor quality troops and provide some backbone in combat. Adding any PMCs to any Afrika unit that has predominantly Novice troops in the unit adds +10% to all morale tests for that unit.

Below are some examples of possible PMC units:

ORBAT – PMC – Former Warsaw Pact

Section	Experience	Points
Squad leader AK47/UGL	Average	150pts
Gunner PKM	Average	110pts
Rifleman AK47	Average	70pts
Rifleman AK47	Average	70pts
Rifleman AK47	Average	70pts
Rifleman AK47	Average	70pts
Rifleman RPG7	Average	110pts

Unit points include body armour.

ORBAT – PMC – European

Section	Experience	Points
Fire team leader M4A1 Carbine	Average	100pts
Grenadier M16A2/M203	Average	120pts
Rifleman G3	Average	70pts
Rifleman Minimi	Average	110pts
Rifleman CAR 15	Average	70pts
Rifleman HK MP5 SMG	Average	70pts
Rifleman CAR 15	Average	70pts

Unit points include body armour.

Modelling your PMC unit

If you look at any images of PMCs you find all members of a unit look alike. This is not to make them look smart but allows the men to easily identify the good guys and the bad guys when in combat. By identifying a person dressed in the same kit as you, you know he is not a potential target.

Sometimes this can just be that they all wear the same coloured T-shirts and jeans, and other times they may all be wearing a certain type of camouflage. Matching baseball caps and body armour are also frequent indicators of a PMC team.

